**PREPARE TO PLAY**

Each player brings a deck of at least 30 cards and a force composed of up to 30 build stars of units.

No deck can contain more than three copies of any single card. Each player brings a deck of at least 30 cards and a force composed of up to 30 build stars of units. Each player brings a hand of three cards from their deck. A player can do these two things on his or her turn, in order:

1. Play one objective.
2. Take one of these actions:
   - Show action: Choose up to 5 build stars of your units and move them into adjacent zones. (At least one zone must be empty.)
   - Combat action: Choose up to 5 build stars of your units to attack an opponent’s units (see Combat).
   - Strike action: Choose one of an opponent’s face-up or face-down objectives using up to 5 build stars of your units to attack an opponent’s units (see Combat).

**COMBAT BONUS**

Every objective contains a Combat Bonus, which can be printed with the icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Combat bonuses are printed with the objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Combat bonuses are printed with the objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus. Your objective icon as an Attack Bonus, Damage Bonus, or Defense Bonus.

**PLAY AREAS**

These are the areas into which units and cards are placed.

**DECK AND DISCARD PILE**

Your deck is your face-down pile of combat cards and objective cards. Each of the units you choose during your combat action can attack only one opposing unit, and both you and your opponent choose one or two objectives to be played during your combat action. If you do not have enough units to play both objectives, your opponent can select both units and objectives, or you can decide to have no units or objectives played during your combat action.

During combat, both the attacker and the defender try to hit each other (see Battling). Each of the units you choose during your combat action can attack only one opposing unit, and both you and your opponent choose one or two objectives to be played during your combat action. If you do not have enough units to play both objectives, your opponent can select both units and objectives, or you can decide to have no units or objectives played during your combat action.

**OBJECTIVES**

Combat cards can be played from hand only during a battle. A combat card has two types of effects: combat bonuses and abilities. Effects from a combat card last only until the battle is over. Some abilities apply only when those objectives are initially revealed, and some abilities apply continuously while the objective is face up in the play area, per the rules on those cards.

**SET SYMBOLS**

Units are available to choose only from the unit set symbols printed on the deck set. These are the areas into which units and cards are placed. Each player brings a deck of at least 30 cards and a force composed of up to 30 build stars of units. Each player brings a hand of three cards from their deck.
After choosing attackers and defenders, the attacking player determines the order in which the attackers will strike the objective.

1. **Attacking player**: Play a combat card from hand or pass.
2. **Defending player**: Play a combat card from hand or pass. If the defending player plays a combat card, but you choose to pass in turn 1, you may play a combat card.
3. **Find the objective's defense result**: Add any cards played or revealed objectives in play that affect this result.
4. **Modify the defense result**: Add the result to the unit's attack value.
5. **Roll the combat dice**: Roll two six-sided dice and add them up; this is your attack result.
6. **Compare the results**: If the attack result is greater than or equal to the unit's defense result, a hit is scored.
7. **Return the unit**: Replace the unit (face down) with the card from the top of his or her deck.
8. **If the unit is a combat card**: If the defending player played a combat card, his or her attack result replaces it (face down) with the card from the top of his or her deck.

The attacking player determines the order in which the strikers occur. If you choose to strike a player's home zone, you may do so in turn 1. If you choose to strike the objective, you may do so in turn 1 or turn 2. If you choose to strike an enemy's home zone, you may do so in turn 2. Combat cards can be played during a strike when using the following steps:

1. Find the unit's strike result:
   a. Roll two six-sided dice and add them up; this is your base roll.
   b. Add to this the unit's attack value.
   c. If the total result is greater than the unit's defense result, a hit is scored.
2. **If the strike fails**: If the strike fails and the objective attacked is a combat card, its player discards it and puts it face down in his or her reserves. The objective is destroyed.
3. **If the strike fails and the objective attacked is a unit**: The objective is destroyed. The defending player moves his or her units to the reserve zone. These moved units cannot be used until their next turn. If the objective attacked is a unit that is in your opponent's home zone to attack, choose up to five of his or her objectives.
4. **If the strike fails and the objective attacked is an objective**: The objective is destroyed. The defending player moves his or her units from his or her reserve to the objective's defending zone. These moved units cannot be used until their next turn. If the objective attacked is an objective that is in your opponent's home zone to attack, choose up to five of his or her objectives.
5. Repeat steps 1–4 for each other unit you have chosen to strike the objective until either all of them have failed a strike or the objective is destroyed.
6. If a player at any time has no units in play, he or she is eliminated from the game.

**Abilities**

Units with power match icons printed on their bases have abilities that don’t always be able to benefit from the card’s special ability. Abilities are printed next to one combat card or on the unit’s base. Ability text states which units are eligible to gain the ability. "Unit: Any" means that your unit gains the ability only if it has the same power match icon as the card you are playing it on.

Other power match abilities can be used outside of a combat action. You may choose to play an ability each turn that you have the necessary power match icon.

**Play with Two Game Packs**

If you and your opponent have more than one Game Pack each, you can still play the game. In this case, play with all the units you get from your Pack, but you each put into play only one objective (instead of three). Use the remaining cards for your starting hand of three cards and your deck.